

WILL PUSH YOU TO THE LIMIT...AND BEYOND!





THE ARKANOID PHENOMENON



" i reached level 18 in one masachistic marathan of playing, and quit with blurred vision and a definite numbing of the extremities."

-L.R. Shannan, N.Y. Times

"The high quality graphics, stered sound, and fast response make this a very enjoyable, it slightly maddening game to play,"

-Elaine White, The Amiga Sentry



"This is the challenge all players are laaking tar."

-Tadd Rodgers, Electronic Game Flayer Magazine
"The game (ARKANOID) Itself is extremely well written and
incredibly addictive"

John J. Kottler, Commodare Magazine

MULTIPLE LEVELS of meamerizing brick formations, testing your referee and ability to make spit-second.

- decisions.

 WHIRLING KONERDS, PYRADOKS, TRI-SPHERES AND OPOPOS that you must dedge, destroy, or be
- detroyed:

 SPECIAL CAPSULES that can old in your quest. When cought, one capsule will make your vous expand.
 Another will equip you with a larger, explaining you to smooth thought alien platforder. More gargules exist, but
- you must choose controlly. The decision, and the fath of the crew, are in YOUR hands!

 OTHER FEATURES: Arouse High-Scare Table, Variable Skill

levels, and marel

Hardware: Mocintosh® 512, 512KE, Macintosh Plus. Macintosh SE, Macintosh II AMIGA™ 500, 1000, 2000

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